

### Oculus Rift Motion Cancelling:

Even if you use DOF Reality provided Oculus camera mount, in some games you might encounter in-game view "jumping" and the headset becomes not calibrated. The issues are mostly visible if the simulator moves a lot and therefore OpenVR-InputEmulator motion canceling software is a necessity.

you will need:

- One Oculus Touch Controller
- Two Oculus Cameras
- The latest OpenVR-InputEmulator release: <https://github.com/matzman666/OpenVR-InputEmulator/releases>
- SteamVR

Make sure SteamVR is installed and configured. If you don't do that you will not be able to install OpenVR or open the menu.

### Touch Controller

To be able to use the motion canceling software you will need to have the touch controllers that comes with the new Oculus Headsets, you cannot use the old pointer. Take one of the touch controllers (doesn't matter which one) and fasten it on top of the seat. Make sure it is tight and cannot move at all as it is used to cancel out the unwanted motions.



### Cameras

You will need two cameras for this setup and make sure you have got enough space and wire to place them in a good spot.

Cameras needs to be placed stationary somewhere off the simulator, they both needs to be able to see the headset and the Touch Controller at all time. Usually placing them at a tall shelf or under the ceiling makes the best spots.

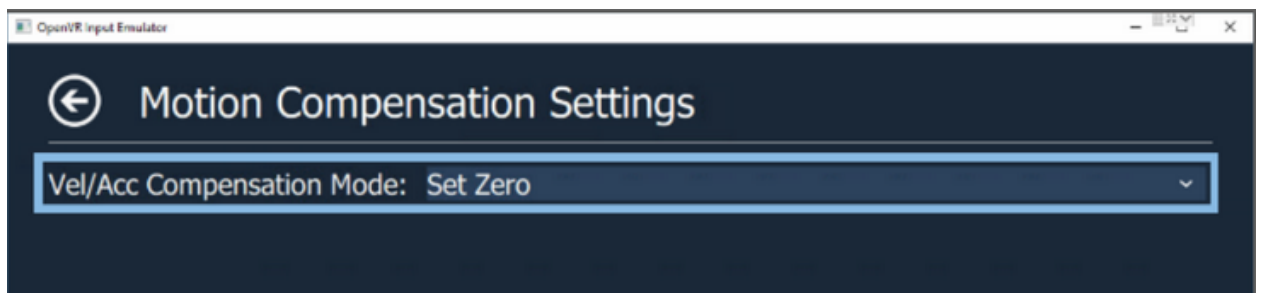
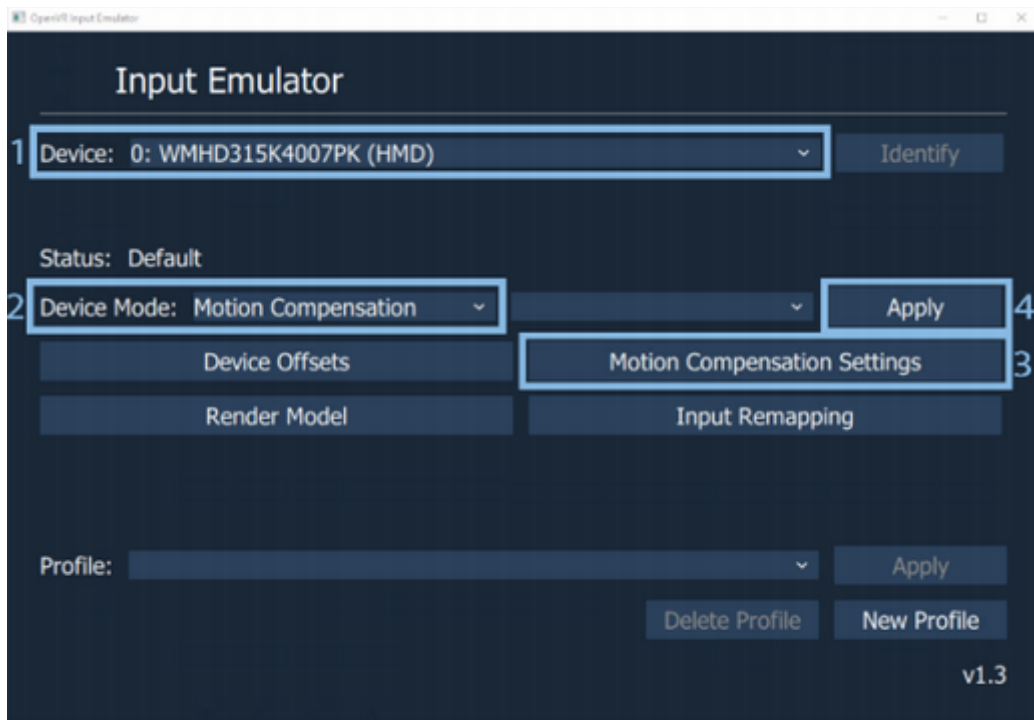
After placing the cameras, calibrate them as you would normally do after setting them up.

### Setting Up the Software

Install the OpenVR-InputEmulator software and go to the installation folder. It is usually placed in:

*C:\Program Files\OpenVR-InputEmulator*

In the folder look for startdesktopmode.bat and run it. This will bring up the configuration menu and we can start configuring the motion canceling.



1. Choose the controller (NOT HMD showed on the picture).
2. Choose Motion Compensation as showed.
3. Click on the Motion Compensation Settings button.
4. In the menu (Right picture) choose Set Zero and go back.
5. Click Apply.

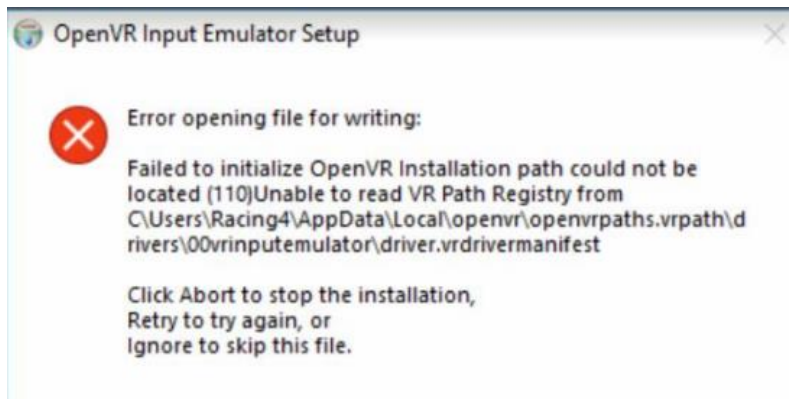
You now have motion compensation in the game you want to use. Before starting the game, make sure Camera, HMD and controller is on and active. Start the game and enjoy motion compensation.

### SteamVR

This is currently only supported by games running SteamVR, we are working on an easier solution and a non-Steam solution.

## Troubleshooting

>I cannot install the software



If you get the message one the picture, it means you have not installed SteamVR.

>The startdesktopmode.bat will not open

You also have gotten the above message than, and you need to install SteamVR

Set Zero crashed the program

You have not set up SteamVR, please follow the SteamVR setup guide.